



TOOLBOX OF IDEAS

MIX, MATCH & FREEZE GAME

Purpose:

Students interacting with other students is essential for students to develop content specific vocabulary and structure is needed to encourage and motivate students to engage in discussion about vocabulary. This game not only encourages students to discuss key vocabulary, it allows for structured movement in the classroom.

Preparation:

- On one index card write a vocabulary term, and then on another index card write the definition for the term.
- Be sure to have enough words and definitions so that every student gets an index card.

How to Play:

- Mix up all of the cards and then give each student an index card
- Students read their index card and then begin moving about the room trying to find the student who has an index card that matches his/hers.
- Once students have found their match, they freeze where they are (standing with the person who has the index card that matches his/hers)
- When all students are frozen (each student has a partner), each pair will read their word and definition
- The class will determine whether or not the match is correct
- If the match is correct, the next pair shares their word and definition
- If the match is incorrect, students need to justify their thinking and then the teacher can direct students to double check their words and definitions and then move to a new partner if they feel it is necessary
- Student pairs then continue to share their words and definitions and the class determines whether the matches are correct
- Continue until all student pairs have shared their words and definitions

Modifications

***General:** Teacher tapes the index cards to the backs of the students and the students have to help each other find their match. You can also play the game silently (but this removes the discussion component).

English/Literature: Use tier-two vocabulary from novels, poems or short stories being read in class

Science: Besides vocabulary terms, teachers can use this game when teaching concepts. Example: one index card has the name of an organelle, such as "Endoplasmic Reticulum" and its matching index card can explain the function of that organelle, like "the function of this organelle is to transport proteins."

Mathematics: Besides vocabulary, teachers can use this game when teaching fractions and decimals. Example: one index card could have the fraction $\frac{1}{2}$ and another index card could have the decimal for the fraction, which is .5. The math teacher could also put an equation on one card and the solution on another card.

Social Studies: Besides vocabulary, teachers can use this game when teaching important events. Example: one index card could have "1765" on it and another index card could have "the Stamp Act was passed" on it.

To support students who have difficult with reading text, pictures can be added to the index cards.

Source: <http://www.teachervision.fen.com>

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